STAR OCEAN
Second Evolution™
TEEN
T
CONTENT RATED BY
ESRB
SQUARE ENIX

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Recording surface

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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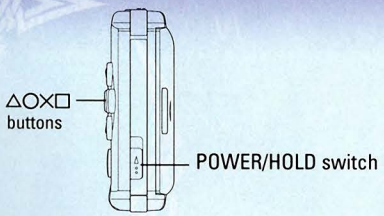
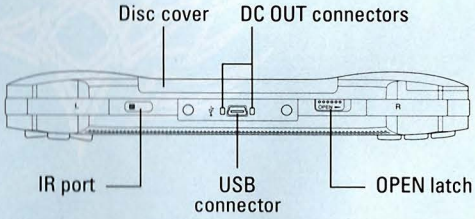
Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the STAR OCEAN: Second Evolution disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

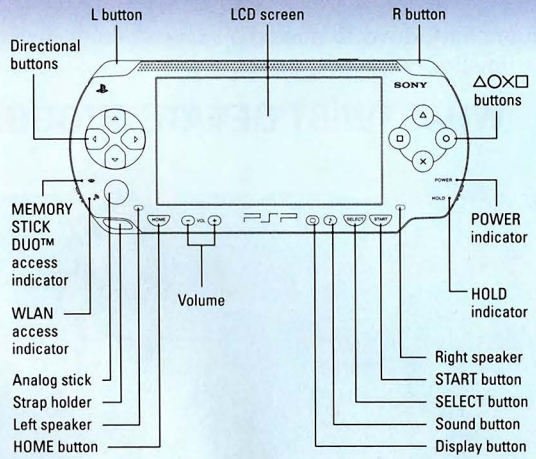
NOTICE: Do not eject a UMD™ while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

PSP® (PlayStation® Portable) system configuration



These are the basic controls. You can change the buttons by using the *Settings* option in the Camp Menu. **The PSP®'s parts and controls are listed below. Black text shows actions in the field, red refers to battle screens, and blue refers to the Camp Menu screen.**

L button/R button

Rotates your view on the world map
Uses special arts and spells
Switch between characters and pages
Scrolls pages

Directional buttons/Analog stick

Moves characters
Moves characters
Chooses menu items
Scrolls pages (left and right)

HOME button

Ends the game

START button

Toggle mini-map display

SELECT button

On the Change Name screen (see P.8), returns the name to default

△ button

Camp Menu commands
Command Circle
Show sub-menu

○ button

Walk (with directional buttons or analog pad)
Change character
Cancel selection

⊗ button

Talk
Basic attack
Confirm selection

□ button

Enter Private Action
Confirms everything in Auto mode, changes targets in Semi-Auto mode and cancels targets
Toggle Info

Claude is a young man transported by accident to an uncharted world during a survey of an underdeveloped planet.

With disasters befalling her world and the mysterious meteorite—the Sorcery Globe—all mixed in, Rena awaits the arrival of a legendary hero.

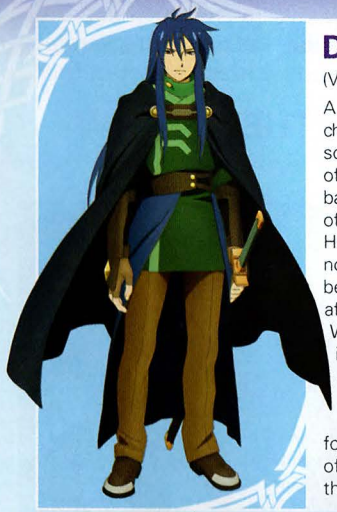
WHAT TWIST OF FATE BROUGHT THESE TWO TOGETHER...?

Claude C. Kenny
(Voiced by Spike Spencer)

He encounters a girl named Rena after being transported in an accident to an unknown world, and the two journey together. Tempered through numerous trials overcome, he becomes a fully self-reliant warrior in every respect.
As the son of Admiral Ronyx J. Kenny of the Pangalactic Federation, Claude too belongs to the Federation and, though young, is an officer with the rank of ensign. However, due to his father's exceedingly high expectations and the jealousy of those around him, he has become a rebellious type, unable to trust in his own abilities.
In battle he is a good all-rounder, proficient with swords, hand-to-hand combat, and long range attacks, making him the reliable central core of any battle formation.

Rena Lanford
(Voiced by Claudia Lenz)

A lively girl living in the village of Arlia, she fatefully encounters Claude (who is wielding a weapon that fires intense light) in the Sacred Forest. She sets out on a journey with him to discover the secret of the mysterious healing ability which she alone holds as well as to look for her real parents. Eventually, she will find the true secret at the end of a road laden with hardship.
An expert in healing symbology, she specializes in Earth and Light elemental offensive symbology, backing up the party from the rear.



Dias Flac

(Voiced by Kyle Hebert)

A close friend of Rena's since childhood, Dias is deeply scarred by the brutal slaying of his family at the hands of bandits. He wanders in search of strength.
He is cool-headed and does not trust people easily, but that begins changing somewhat after he meets Claude.
Wielding a longsword, he is suited to close combat and possesses a plethora of special arts. He is an extremely reliable character for striking deep into the ranks of the enemy, laying waste to them with a single blow.

Ashton Anchors

(Voiced by Jeffrey Maxwell)

A symbol swordsman now possessed by the same twin-headed dragon he set out to slay, Ashton is a somber, serious type, but his natural faint-heartedness left him in this sorry state. The two heads of the demonic dragon talk amongst themselves and sometimes argue.
On the battlefield he weaves a twin-blade style with his symbology powers to form a unique sword art. The dragons, too, offer their abilities in support.

Celine Jules

(Voiced by Allison Hollingshead)

Celine is a refined woman who prizes money above romance and loves the thrill of treasure hunting.
She half forces Claude and the others to come along upon their encounter in Krosse City, but she is a good conversationalist, looked up to as a sort of kind older-sister figure by Claude and Rena.
In battle, she specializes in Fire, Wind, and Light-based offensive symbology and utilizes her powers to back up the party from the rear.

Precis F. Neumann

(Voiced by Jhoanna Trias)

She lives with her top-class, number one mechanical researcher of a father and loves inventing things. She travels with Robbie number 1 and Robbie number 2 and joins Claude's merry band. She is bright, full of vitality, and hangs tough, but makes mistakes from time to time, too, giving her a quirky yet lovable personality.
She uses her self-built Robot Puncher and transforming robots in battle, engaging in hand-to-hand fighting and ranged combat.

Once the opening movie has finished, you will be taken to the title screen and can begin the game.

Title Screen

To play from the start, select *New Game*. To continue a saved game, select *Continue*. If you have no saved data, then *Continue* will not be selectable.

New Game / Character Select

Choose a new game to play from the start. You can choose to play the game as Claude or Rena. Your choice of main character changes the story and the characters you can meet and recruit into your party. Once you have chosen your main character and the character's name, the game begins.

Controls for the Character Naming Screen

Directional buttons & analog stick: Move the cursor

✕ : Input letter

○ : Delete letter

START button: Confirm

SELECT button: Switch the name back to default

Continuing a Saved Game

With *Continue*, you can resume play from your saved data. Select the data you wish to load, and press ✕.

Movie Gallery

Here, you can re-watch the movies that play during the course of the game. Select the movie you would like to see and press ✕ to view. Pressing ○ during playback will stop the movie and return you to the gallery. Also, pressing △ before playback toggles subtitles on or off.

Saving

If you open up the *Camp Menu* on the world map (see P.26), then you can save using the *Save Data* command. When in dungeons, towns, etc., you need to touch a *Save Point* to save. Saving requires 320KB of free memory space, so a Memory Stick Duo™ or Memory Stick Pro Duo™ will be necessary. Please have one inserted into the Memory Stick Duo™ slot before saving.

■ Save Point
You will find these around towns and in dungeons. Touching a Save Point will allow you to save the game.

The adventure all takes place on the Field, where the world map, towns, and dungeons are displayed.

Field Parts

As the player, you traverse the world map, making your way to other towns and dungeons, etc. The **L** and **R button** pan the camera around on the world map so you can see around you.

■ **World Map**
This is the stage upon which your epic adventure is set. Explore the various towns and dungeons dotted about the map to progress through the story. As you press on, battles will occur.

■ **Mini Map**
Using the **START button**, you can switch between a full or zoomed-in mini-map, or you can turn it off.

▲ Your party's current location and direction
● Towns, villages, dungeons, etc.
■ Psynard's location

■ **Towns and Villages**
Talk to the townspeople here to gather new information and visit shops to stock up on supplies for your adventure.

■ **Dungeons**
Explore the dungeons you find. Here, you will fight enemies and can discover items in treasure chests.

Basic Movement in the Field

Visiting various areas, talking to townspeople, and finding items in treasure chests form the bulk of what you will be doing in the Field.

■ **Talking**
Approach a person and press ⊗ to talk to them. Also, use ⊗ to open treasure chests and investigate places that have caught your eye.

Pickpocketing

Once you gain the special skill of Pickpocket and equip either the *Thief's Glove* or *Magician's Glove* accessory, you can then pick a person's pockets by turning to face them and pressing ■.

Traveling via Psynard

At some point in the game, you will become able to ride a Psynard—a special flying animal—to traverse the World Map in style.

■ **Ride/Dismount**
Approach a Psynard and press ⊗ to ride. Press ● while flying to descend to the ground. You cannot dismount while flying over the sea, mountain ranges, or other obstacles.

■ **Moving**
The directional buttons or analog stick can be used in flight to control the Psynard. Pushing up will move the beast downwards, and pushing down will cause it to head up. The **L** and **R button** rotate the Psynard. Keep ⊗ pressed down to continue flying forward. Use the directional buttons or analog stick while holding ■ to move sideways.

Places to Visit in Towns

In towns you can stay the night at inns and buy provisions from item shops and weapon shops. There are also private homes and bars to explore.

Inns: Recover damage

When you stay at an inn, your whole party's HP and MP are recovered, and any status ailments are healed. The more people in your party, the more it will cost to put you all up for the night.

Weapon shops: Purchase equipment

These stores deal in weapons, armor, and accessories. You can check which characters are able to use each item by looking at the top left of the screen to see who is displayed there. Check which items fit which characters, and then start spending!

Item shops: Purchase items

The emphasis of these shops is on healing items, but there are many kinds of other items on offer. There are also shops which specialize in gems, antiques, and musical instruments.

Skill Guilds: Purchase skill sets

Here you can buy Skill Sets and get advice about the skills contained in those sets.

Food shop: Purchase ingredients

These shops deal mainly in foodstuffs and ingredients. There are also shops specializing in bread, jam, etc., and restaurants, too.

Arena: Hone your skills in one-on-one combat!

Here, you can compete in four types of battle. Win, and fabulous rewards can be yours. You can choose anyone from your party to participate, and the rewards differ depending on character and battle type.

■ Duel Battle
A one-on-one battle with four consecutive rounds. There are five ranks, ranging from E to A.

■ Group Battle
One character must fight multiple enemies in three rounds. There are six ranks, ranging from F to A, and the number of enemies increases with successive ranks.

■ Team Battle
Form a team and participate in three battles. The ranking ranges from F to A.

■ Survival Battle
Aim to win fifty one-on-one battles here. There is no rank, but a grand prize is awarded to those hardy warriors able to survive the gauntlet.

Private Actions

Private Actions are mini side stories starring certain characters. Sometimes, when approaching the entrance to a town on the World Map, the Private Action icon will appear. Press ◉ to enter the town in Private Action mode.

Press ◉ to enter Private Action mode.

What Happens in Private Actions

During Private Action sequences, the party splits up for a time, and characters go off individually. You control your main character alone, and special events may occur, triggered by talking to a certain character or going to a certain location.

Ending a Private Action

You cannot stay at an inn during a Private Action, nor can you board a ship or enter dungeons. Once you go back out onto the World Map, the Private Action is over.

The Effects of Private Actions

Private Actions give you the chance to befriend certain characters and recruit them into your party. What is more, the choices you make during Private Action sequences and the way you treat your fellow party members affect how they feel about you. This changes what happens in later Private Actions, alters the game's ending, and changes the support you will receive in battle from certain characters.

■ Example: Dialog Choices
The choice you select affects the outcome of the event taking place. Sometimes you will be able to get your hands on special items as a result.

In battle, you take control of a single character's actions. The rest of your party follow the battle tactics you have given them and act automatically.

Commencing and Fighting a Battle

If you encounter enemies as you traverse the World Map, dungeons, etc., battle breaks out and the screen switches to the Battlefield.

■ **Battle Start**
At the beginning of the fight, your party and enemies appear on the field. Your allies start in the battle formation you have set.

■ **Movement & Attack**
You control a single character. The other characters behave automatically. The same goes for the enemies.

■ **Victory**
Defeat all enemies to win the battle. Defeated foes will give you experience points, money, and sometimes items.

■ **Defeat (Game Over)**
If all of your members are incapacitated, you lose. The game is over, and you are taken back to the *Load* screen.

● Battle Screen

■ **Character Status**
These gauges show the statuses of the characters engaged in the current battle. The status gauges for the character you are controlling are highlighted.

- HP Gauge
- MP Gauge
- Casting Time Gauge

■ **Radar**
The radar map shows the locations of allies and enemies.

- The character you are controlling
- Allies
- Enemies

■ **Range**
Shows the distance between your controlled character and the targeted enemy.
SHORT: Short range
LONG: Far away

■ **Damage & Healing**
White numbers show damage, while green numbers show health recovered.

■ **Skill**
This panel shows combat skills used.

■ **Special Arts and Symbology**
Shows the special arts and symbology spells being used.

Surprise Attacks

You will occasionally come under a surprise attack. When this happens, your party will start the fight in a dazed state for a while (see P.23), surrounded by enemy combatants. This puts you at quite a disadvantage.

The Basics of Combat	
⊗ button	Attack with equipped weapon
○ button	Change controllable character
□ button	Show all (Auto targeting mode) Choose target (Semi-Auto targeting mode)
△ button	Open Command Circle
L / R button	Use assigned special art or symbology spells

*** The controls differ depending on the targeting mode; you can set the targeting mode to Auto or Semi-Auto in the Settings option of the Camp Menu.**

Striking the Enemy

Press ⊗ to attack with your equipped weapon. If the enemy is out of range, your character will automatically move in to strike. Press ⊗ multiple times to perform a combo attack of up to three hits. Press □ to cancel.

Using Special Arts

Once you have assigned a special art to the **L** or **R button**, you can then use them (see P.28) at the expense of a set amount of MP. You cannot use a special art if you do not have enough MP.

Using Symbology (Spells)

Activate spells (at the expense of MP) with the **L** or **R button**, just as with special arts. With spells, though, it takes time to chant them, and the Casting Time gauge begins to decrease once you press the button. Once empty, the spell is cast. What is more, the character cannot perform any other actions while chanting a spell, and should they take damage mid-chanting, the spell will be canceled.

Casting Time

After using a spell, the spell casting gauge begins to fill up again. You cannot use any spells until it is full once more.

Special Arts/Spells Skill Level

Every time you use a special art or spell, the skill level of that particular technique rises. Every time it passes a certain amount, the special art or spell powers up. Spells grow more effective in direct relation to the rising skill level.

Setting Up a Combo Link

During the course of your adventure you may obtain a Combo Link accessory. To use it, open the Special Arts/Spells option from the camp menu and select the character who has the Combo Link equipped. From this screen select △ to open the Combo Link Menu and select another party member from which you will borrow their special arts. Now you can assign a second special art for the character, per Special Art button, which will launch in succession when used in battle.

Change Target (Semi-Auto Select)

Press ■ and the target cursor will appear, and you can then use the directional buttons or analog stick to select an enemy. Confirm the target with ■ and continue the battle.

Change Controllable Character

Press ● and the select cursor will appear, and you can then use the directional buttons or analog stick to select a character. ● resumes the battle.

Using the Command Circle

Press △ to bring up the Command Circle above your controlled character's head. Use the directional buttons or analog stick to cycle through the commands and ✕ to perform that command. Press ● to cancel.

Command Circle		
	Item	Use an item
	Symbology	Use up some MP to cast a spell
	Tactics	Change the character's battle plan
	Escape	Flee the battle
	No Use	This shows commands currently unavailable

Using Items and Spells

Choose the item or spell you wish to use, and then select who to use it on. Press ✕ to confirm or ● to cancel.

■ **Item "No Use" Icon**
You cannot use items again until this icon disappears.

Changing Battle Tactics

Choose the tactic you wish to change in the window, and press ✕ to confirm or ● to cancel. Please see P.38 for more details on battle strategies.

Fleeing a Battle

Choose to flee, and all party members start to run. The battle ends if you successfully escape. You will gain no experience points or items, though.

Using Skills

Characters who have learned Combat Skills will often automatically unleash them in a battle. Each skill has its own particular probability rate of activation, and it is possible to use multiple skills one after another.

Elements

Weapons, armor, special arts, spells, and enemy attacks sometimes have elemental attributes. The amount of damage dealt or received can change depending on these elements.

Types of Elements

There are six elements: fire, water, wind, earth, light, and dark. The element indicator, which you can find on the status and other screens, shows which elemental associations an item has. Illuminated element icons indicate elemental resistance or weakness.

Element Effects

For weapons, an illuminated element icon means that the weapon deals double damage with that element.
For other equipment, if there is a "+" sign next to an element icon, it means any damage received from a weapon, spell, etc. of that elemental type will either be halved, nullified, or absorbed. A "-" sign means that the damage received will double.

Status Ailments

Your characters will often develop status-affecting ailments due to enemy attacks. You can cure these illnesses by using the appropriate items or spells.

Types of Status Ailments

Poison — (Healing items: Aquaberries, Antidote)

HP diminishes for a certain amount of time. It continues after the battle has ended. Out in the Field, HP is lost as you walk. The screen flashes green in the Field to indicate a character is poisoned.

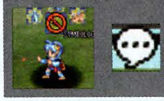
Paralysis — (Healing item: Paralysis Cure)

The character becomes unable to move. This ailment continues after the battle.

Stone — (Healing item: Stone Cure)

The character becomes unable to move. This ailment continues after the battle.

Silence — (Healing item: Medicine Bottle)



The character is unable to cast spells. This wears off automatically after the battle.

Daze — (Healing item: None)

The character is unable to move for a short while. This wears off automatically during the battle.

Incapacitated — (Healing item: Resurrection Elixir)

This occurs when a character's HP reaches zero. They cannot do anything after this. This ailment continues after the battle.

Ending a Battle

Defeat all enemies to win the battle. Any party member still conscious and able to move will receive experience points, and their HP and MP may recover a little. Also, when a certain amount of experience points have been accumulated, characters will level up; their stats will increase and they will sometimes learn new special arts or spells. They will also earn money (Fol) and, sometimes, even an item or two.

■ HP & MP recovery

The amount of HP and MP recovered after a battle depends on how high the character's STM is.

Character Level Up

Once they have racked up a certain amount of experience points, a character will level up, and their stats will rise. Sometimes they will learn new special arts and spells. Also, the most SP a character can accumulate at a time is 999. No more SP can be earned after that point.

Defeat (Game Over)

When all party members are incapacitated, paralyzed, or turned to stone and unable to fight, then you have lost the battle. It is game over, and you are returned to the Load Data screen.

Battle Tips

Get Behind the Enemy

Because attacks from behind can not be blocked, it is in your interest to maneuver behind the enemy. Also, because weapon attacks can only be done horizontally, moving up and down makes you a harder target to hit.

Protect Symbologist (Spell-Casting) Allies

If a spell-casting character is attacked during the casting process, the whole spell is cancelled. When you have symbologists in your party, do not let the enemy get near them. When spell-casting enemies are on the battlefield, focus your attacks on them to cancel their spells before they can finish casting.

Limiting Spell and Skill Usage

You can cycle through your list of Combat Skills and spells in the Camp Menu and use ● to switch them on or off. This is especially useful with spell-casting characters, because by narrowing down the spells they are allowed to use you can save on MP and ensure they are using spells with the correct element for maximum damage. Furthermore, you can change battle tactics to match the tide of war, making switching between offense and defense very effective in combat.

Here you can swap equipment, use items, and engage in Item Creation. You can also save the game and customize your settings.

Opening the Camp Menu

Press △ when on the Field to bring up the Camp Menu screen. ○ returns you to the Field screen.

● Camp Menu Screen

■ Cursor
Move this with the directional buttons or analog stick to select commands or characters.

■ Party
Shows the status of your party members. You can have a maximum of eight members in your party. By moving the cursor up and down, you can scroll through the member list.

■ Command
Camp Menu commands. Select them with the cursor and press ✕ to confirm.

■ Play Data
Your play data.

TIME	How long you have been playing
FOL	Your party's total cash
BATTLES	How many enemy encounters you have had

Camp Menu Commands			
Special Arts / Spells	Set special arts and spells		P.28
	Set Spell	Set symbology spell	
	Spell Usage	Cast symbology spell	
Items	Use items currently in your possession		P.30
	Newly Acquired	Items picked up before battles or from chests	
	Single-use Items	Items that can be used right now	
	Food	Edibles (does not include ingredients)	
	Weapons	Weapons	
	Armor	Armor (shields, helmets, boots, etc.)	
	Accessories	Items equippable as accessories	
	Materials	Materials for Item Creation	
	Other	Created books, unknown items, etc.	
	Combat Items	Items usable in combat	
	Key Items	Items essential for certain events	
Equipment	Swap currently equipped weapons and armor, etc.		P.32
Skills	Learn skills and use specialties		P.40
	Learn Skills	Learn or level up skills	
	Item Creation	Perform Item Creation	
	Specialty	Use specialties	
	Super Specialty	Use super specialties	
Status	Check character statuses		P.34
Settings	Configure your gameplay settings		P.36
Tactics	Change battle formations and tactics		P.38
	Strategy	Change battle strategy	
	Replace	Change party members and lineup	
	Formation	Alter the starting battle formation	
	Leader	Change which character you will control	
Save Data	Save and load play data		P.39
	Save	Save data	
	Load	Load saved game data	
	Delete	Delete a save	

Special Arts/Spells

Characters learn new special arts and spells as they level up. You can set these special arts and spells to the **L** or **R button**, allowing you to use them in battle (see P.18). Characters not under your control will use the special arts you have set for them in battle.

● Special Arts/Spells Screen

■ Character
This shows the character's name and MP. Cycle through them with the **L** and **R button**.

■ Info
Displays info about the special art/spell, including how proficient the character currently is with it and how much MP it uses.

■ Special Arts/ Spell List
Shows the special arts and spells (ones which can be used on enemies in battle) that the character has learned.

■ Button Select
Here you can set the special arts and spells to the **L** or **R button**.

■ Setting Special Arts/Spells

Choose a special art or spell from the list with the **L** or **R button**.

Select "None" to leave that button unassigned.

Special Arts/Spells
Items
Equipment
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Spell Commands	
Set Spell	Set spells to the **L** and **R button**
Spell Usage	Use healing-type spells and/or set usage for battle

Setting and Using Spells

Choose a character who knows a spell, then choose either *Set Spell* or *Spell Usage*. Set Spell allows you to map a spell to the **L** or **R button**, just like with special arts. Spell Usage lets you use healing spells on the Field or choose whether to turn them on or off in battle.

■ Use Spell

Here you can use healing spells. Select the spell from the list, and then select the character you wish to heal. Using spells costs MP, however. If you do not have sufficient MP or there is no need to use a certain spell, you will not be able to.

Spell ON/OFF	■ button

Select a spell and press ■ to switch it on or off. Your allies (every character except for the one you are controlling) will not use any spells in battle that you have turned off.

Items

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Here you can check items in your possession and use healing items. Items are arranged by selectable categories which you can order as shown below. Choose the item you wish to use from the list, and then select the target you wish to use that item on.

Items Commands (Categories)	
Newly Acquired	Items you have acquired from recent battles or treasure chests
Single-use Items	Items you can use right now
Food	Edible foods (not including ingredients)
Weapons	Weapons
Armor	Defensive equipment (shields, helmets, boots included)
Accessories	Equippable accessories
Materials	Raw materials for Item Creation
Other	Pictures, books, and unknown items
Combat Items	Items you can use in battle
Key Items	Items of essential importance in key events

Reorder	△ button
By alphabet	Reorders the list alphabetically
By time acquired	Displays items in order from new to old

Toggle	□ button

You can switch the contents of the info window to a more detailed explanation (detailing actual concrete effects and parameters).

*You can also do this when using the *Equipment* commands, etc.

Item Screen

Info
This section shows the name and information of the item. The numbers indicate the sorting number and total number in the selected item category in your possession (for instance, 75 / 94 means item number seventy-five of ninety-four total items in the category).

Spectacles
75 / 94
A magic pair of glasses imbued with the power to see the truth. Can identify data on enemies and is required for Appraising.
Rose Hip : 2
Shock Oil : 1
Smelling Salts : 2
Smoke Oil : 1
Spectacles : 1
Stink Gel : 1
Strange Potion : 1
Sacrifice Pill : 1
Silence Card : 2
Smoke Mist : 1
Sour Syrup : 2
Starry Night : 1
Stone Cure : 1
Strength Bottle : 1
Items
△ Reorder
□ Toggle

Item List
The items you are carrying. Newly acquired items are highlighted in green text. Select them with the cursor. The **R button** moves the list along seven rows. The **L button** moves back seven rows.

Icons
○ Usable items
X Unusable items
E Equippable items

Auto Equip

Select an equippable item and press ✕ to bring up the Auto Equip window. Select a character and press ✕ again, and the item is equipped. ○ cancels and closes the Auto Equip window.

Parameters	△ button
This displays the character's stats when you are in the Auto Equip window.	

Equipment

You can equip weapons and armor onto your characters here. Certain types can only be used or worn by certain characters.

● Equipment Screen

■ Character
This shows the character's name and level. Cycle through them using the **L** and **R button.**

■ Info
Information about the selected item. Toggle info with ■.

■ Equipment Types
These are the types of items you can equip. Select an equipment type, and the status window opens. The specifics are displayed below.

Equipment types and body placement	
Weapon	Weapons such as swords, etc.
Armor	Clothes and armor which protect the body
Shield	Shields to block enemy attacks
Helmet	Hats and helms which protect the head and neck
Greaves	Boots and shoes to protect the legs and feet
Accessory 1 Accessory 2	Ornaments like pendants, gems, rings, and earrings

Equipping

Select an equipment type using the cursor and press ✕. The item selection list appears. Select an item and press ✕ to switch the currently equipped item to the one you wish to change it to. ○ cancels, returning you to the equipment type selection screen.

■ Status Displays

Green	Stats increase
Red	Stats decrease

Best Equipment	△ button
Automatically selects the best stat-raising equipment (except accessories) from all the items in your possession. This does not include items which other characters are currently wearing.	

Skills

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Learn new skills, perform Item Creation and use specialties. For detailed information, see P. 40 onwards.

Skill Commands	
Learn Skills	Learn new skills and hone the ones already learned
Item Creation	Use specialties to create new items
Specialty	Use various specialties
Super Specialty	Combine your party members' powers to perform a super specialty

Status

Check your characters' statuses here. Switch between characters by using the **L** and **R button**, then scroll up and down through information with the directional buttons or analog stick.

● Status Screen

■ **Basic Status**
First is basic information – *Full Name, Race, Level* and *HP/MP* info, etc.

■ **Battle Status**
Shows the character's attack and defense strength, battle-related stats, and currently equipped items.

■ **Talents/Favorite Food**
Shows the character's talents and favorite food.

Change Name	△ button
Change a character's name here. See P.8 for more details.	

● Basic Stats

HP	Health (current and maximum). Once this reaches zero, the character is incapacitated.
MP	Magic points (current and maximum). Essential for using special arts and symbology spells.
LV	The character's current level. Leveling up is possible through collecting experience points.
EXP	Experience points obtained so far.
NEXT	The experience points needed to level up.

● Combat Stats

A character's stats are affected by equippable items. The main stats (STR, CON, etc.) directly affect combat stats (ATK, DEF, etc.)

STR	Strength	→	**ATK**	Attack power. Increases depending on items equipped.
CON	Constitution	→	**DEF**	Defensive strength. The ability to withstand physical damage.
DEX	Dexterity	→	**HIT**	Attack hit accuracy. The probability of successfully striking.
AGL	Agility	→	**AVD**	Ability to avoid attacks. Probability of successfully dodging.
INT	Intelligence	→	**MAG**	Magic force. This affects the power of spells.
LUC	Luck			This affects item drop rate.
STM	Stamina			This determines how much HP and MP you will recover after a battle.
GUTS	Guts			The higher this is, the easier it is for the character to pull off Critical Hits upon the enemy. It also allows the character to survive normally fatal attacks, staying alive at 1 HP instead of becoming incapacitated.

● Talents & Favorite Foods Explained

Talents

This shows a character's special abilities and has an effect on their specialties and efficiency at Item Creation (see P.46). There are ten Talents in total.

Favorite Food

Each character has a preset food which they like above all others. If this food item is used on that character, it refills their HP and MP to the max. At first, characters' favorite foods will all be unknown, so experiment to discover their favorites.

Settings

- Special Arts/Spells
- Items
- Equipment
- Skills
- Status
- **Settings**
- Tactics
- Save Data

Here, you can alter the button assignment, controls, window colors, etc., enabling you to customize your play experience.

Commands in Settings	
Message Skipping	Switch this ON to allow skipping voiceover dialog text
Targeting Mode	Choose targeting method in battles
Window Color	Adjust the window color
Camera Position	Set camera behavior in battles
Control Config	Reassign button configurations
Equip Wizard	Choose whether to let the wizard automatically equip your party with the best possible items from your inventory

Targeting Mode

Choose Semi-Auto or Auto targeting mode for targeting enemies in combat. Targeting is set to Auto by default, but switch to Semi-Auto, and you can pick your targets in battle with ●.

Window Color

Change the color of the windows. Choose an area to change (UL for upper-left, etc.), and the color change panel will appear. You can alter the gradation of the primary colors to find a mix you like.

Camera Position

Switch the in-battle camera behavior between *Normal* and *On Leader*. The camera is set to *the On Leader* option by default.

Control Config

Choose *Customized* to bring up the button configuration window, then use the cursor to change the button configuration around as you see fit. Select *End* to confirm the reassigned buttons. Select *Normal* to go back to default settings.

Equip Wizard

Switch the Equip Wizard ON, and whenever a new item is obtained (accessories excluded), the wizard will automatically swap the old equipment for the new one if it is a better item than the one currently equipped. By default, this is switched ON, so be sure to turn it OFF if you would rather see to these details yourself. Furthermore, the wizard turns off automatically if you manually change your equipment from the Camp Menu.

Tactics

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Here you can set battle formations and strategies. You can also change which characters will fight.

Tactics Commands	
Strategy	Set the battle actions for each character to follow during combat
Replace	Change the lineup and which members will fight
Formation	Choose a battle formation to start off in
Leader	Choose which character you will control

Strategy

All characters except for the one you are controlling will fight according to the set strategy. Select a character and choose a strategy for them from the menu.

Replace

Change which characters will participate in the battle. One to four characters can fight at once.

On the left are the battle members, and on the right are reserve characters (those "on the bench," as it were). Use the cursor to select which characters to switch in. The lineup directly affects battle formation order.

Formation

When battle commences, the party members start in a battle order pre-assigned by you. There are a total of thirteen formations to choose from.

Select a formation from the list and set it with ⊗. You can change the character lineup with the *Replace* command. The "L" mark denotes the leader.

Swap	△ button
The △ takes you to the *Replace* screen.	

Leader

The leader is the character who you will control when the battle starts and is indicated with a leader icon to the character's left.

Save Data

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Save Data

Save, load, and delete data here. Select the appropriate command by moving up and down with the Directional buttons. Press ⊗ to confirm.

*You can have a maximum of thirty saved games.

Save Data Commands	
Save	Save the game (when you are at a location where you can save)
Load	Load a saved game
Delete	Delete a saved game

Characters grow stronger through learning various skills. Also, they become able to use certain specialties.

Skills

Shows the character's skill level. Learning skills has bonus effects on status and allows certain Combat Skills to be unleashed in battle.

Specialties

Learn certain skills, and you will learn specialties. They allow you to gain new abilities such as letting you perform Item Creation. What is more, you will be able to join forces with party members to perform super specialties.

● Skill Commands

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Tactics
Save Data

You are able to use the Skill commands via the Camp Menu.

Skill Commands	
Learn Skills	Learn and level up skills you have acquired
Item Creation	Use specialties to fashion new items
Specialty	Use specialties
Super Specialty	Combine party members' abilities to perform a super specialty

Types of Skills

Skills consist of *Status Skills* and *Combat Skills*. Status Skills generally give you bonuses in the stats department and affect your ability to learn specialties; Combat Skills affect your actions in battle.

Status Skill Breakdown

Status Skills are divided into Knowledge, Sense, and Technical skill sets. You can buy skill sets from Skill Guilds.

SP (Skill Points)

Learning new skills uses skill points. Each character gains more skill points every time they level up.

Skill Level and Required SP

Skills have a set level, and newly acquired skills start off at level 0. By spending SP you can raise skills as far as level 10, and their effectiveness and power grow as the level increases. However, as the skill level rises, so does the amount of SP required to power the skill up to the next level. You can only accumulate up to 999 SP at a time, so be sure to keep an eye on your SP.

Learning Skills

Purchase a skill set at a Skill Guild and you will be able to learn those skills.

Buying Skill Sets

Each skill set type has three levels, and the higher levels cost more. As can be expected, you get what you pay for.

Once you have bought a Skill Set, the skills contained in that set are added to your skill list, starting at level 0.

Learning Skills

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Learning Skills

Call up the Camp Menu and choose Learn Skills from the Skills command. Select the skill you wish to learn and press ✕. The cost in SP will be deducted, and you will learn that skill. This will not work if you do not have sufficient SP, of course.

You can power up all the skills you have already learned by spending more SP on them. You cannot undo this once the SP is spent, though, so think carefully before you commit to the decision.

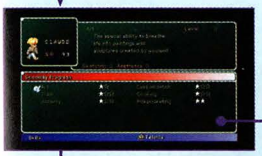
Skills Screen

△ brings up the *Specialty Progress* window, and pressing it again changes to the *Talents Window*. Pressing ○ returns to the previous screen.

■ Character
Shows the character that has learned the skill, and their SP. Cycle through the party characters with the **L** and **R button**.

■ Info
Displays an explanation of the skill or specialty, its name, etc.

△ button



■ Skill List
Shows all the skills you can learn at the moment. Combat Skills (shown in green) can be turned ON or OFF here using □.

Level
Your current skill level.

SP
The number of skill points required to level up that skill.

△ button

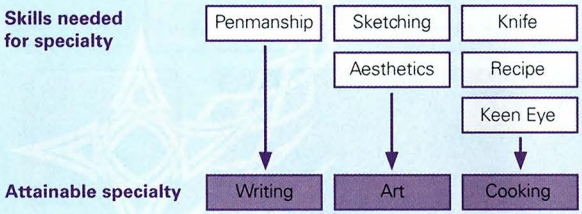
■ Specialty progress
Illuminated characters: Successfully learned skills
Dark characters: Specialties lacking sufficient skills
☆: Learned skill counter
★: Unlearned skill counter
❍: Learned specialty counter
●: Unlearned specialty counter

■ Talents
This shows the talents your characters have.

Learning Specialties

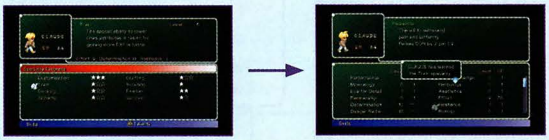
Learning a specialty means first learning certain skills. Once all the prerequisite skills are learned, the specialty is acquired.

● Specialty Acquisition Example



Check Specialty Progress

Press △ on the Skills window to bring up the Specialty Progress window. The ★ symbols show the number of skills required to master that Specialty. White ★ marks show skills learned, while empty ones show skills as yet unlearned.



Specialty Level

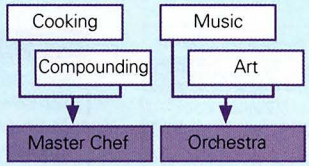
The level of the required skills for each specialty average out to form that specialty's level. The maximum level is 10, and as the specialties level up, your chances of successfully pulling them off increase, as does their power when used.

As you level up your skills, the related specialties level up as well.

Learning Super Specialties

A super specialty can only be performed when at least two characters fulfill the necessary criteria.

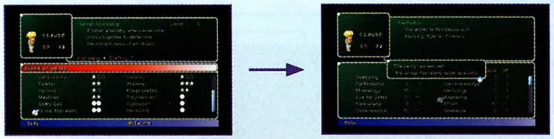
● Super Specialty Acquisition Factors Example:



Requirements	There must be two characters with specialty 1 over level four. There must be one character with specialty 2 over level one.

Super Specialty Progress

Underneath Specialties in the Specialty Progress window, you can see the progress of super specialties. A white ○ mark shows how many factors you have fulfilled in attaining that super specialty.



Super Specialty Level

The super specialty level is equal to the sum of all party members' specialty 1 level, divided by three. The maximum level is ten, and as the super specialties level up, your chances of successfully pulling them off increase, as does their power when successfully performed.

As you can see, the level of the specialty in the above image is quite high, consequently leveling up the super specialty, too.

Item Creation

You can fashion new items with your various specialties via *Item Creation*. Specific items and materials are needed for this, though.

- Special Arts/Spells
- **Items**
- Equipment
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Item Creation

Select the Item Creation screen from the Skills window in the Camp Menu, and then choose a specialty, material, and required item to begin.

● Item Creation Screen

■ Character
Shows the current character's name and specialty level. Cycle through the characters using the **L** and **R button.**

■ Info
Explains specialties and materials.

■ Choices
Shows the materials and items you have chosen.

■ Required Item
Shows which item is needed, and how many you have in stock.

■ Materials
All the raw materials in your possession at the moment. Select them using the cursor.

The Results of Item Creation

The fruits of your labor differ depending on the materials used and your specialty level. A higher specialty level means a greater chance of success.

● Item Creation Example

■ Cooking
This specialty creates edible items from basic food ingredients. First select the raw ingredient to use.

Success

■ Cabbage Roll

A tasty dish that will recover HP and MP when eaten. You can also sell it for a decent price.

Failure...

■ Wilted Salad

Something that is not especially effective when eaten and will not fetch a decent price if you sell it, either. Also, failure could mean that you end up with no finished product at all.

Materials

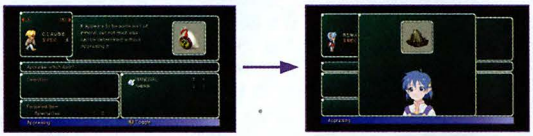
These are items essential for Item Creation, such as ingredients, gems, crystals, etc. The necessary materials differ depending on what you are trying to make.

Required Item

Necessary implements for use in Item Creation. Even if you have all the materials needed, you cannot perform any Item Creation if you do not have the right tools. These differ depending on what you are trying to make. Also, there may be times when you do not need a required item at all.

Appraising Unknown Items

You will sometimes pick up *unknown items*, indicated with a ? at the beginning of the item name (e.g. "?ARMOR"). *Appraising* can be carried out in Item Creation to identify these items, but it costs you a pair of Spectacles each time you Appraise something.



Using Specialties

You can use non-Item Creation specialties, too.

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Specialty

Choose Specialty from the Skills command of the Camp Menu, and you will see a list of the specialties you have learned. Select one with the cursor to use it.

The screen is identical to the Item Creation screen. Each specialty has a unique command. There are also some specialties which require certain items to perform.

Using Super Specialties

These are activated and used in the same way as specialties and Item Creation.

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Equipment
Skills
Status
Settings
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Super Specialty

Choose Super Specialty from the Skills command of the Camp Menu, and you will see a list of all the super specialties you have learned.

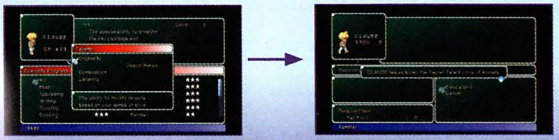
Because each has its own unique commands and effects, check what each does to make sure you are using it at the right time.

The Importance of Talents

Many specialties have a direct relation to certain talents and will not work if you do not have the requisite talent. There are also specialties which are much easier to perform successfully if you have a certain talent.

Developing Secret Talents

Even characters who do not have a certain specialty-related talent may spontaneously develop it from using a specialty over and over (this is known as a "secret talent"). However, the number of secret talents a character may develop differs depending on the character.



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ONCE MORE
INTO THE GREAT STAR OCEAN...

SPACE DATE 366

A young Federation officer finds himself transported to a mystical planet, where he is suddenly anointed as the Hero of Light. His journey begins to fulfill a prophecy and save a newfound race.

UNE FOIS DE PLUS
DANS L'IMMENSE STAR OCEAN...

DATE DE L'ESPACE 366

Un jeune officier de la Fédération se retrouve transporté sur une planète mystique, où il est soudainement sacré Héros de la Lumière. Son voyage afin d'accomplir une prophétie et de sauver une race nouvellement découverte est commencé.

Unleash devastating special attacks.
Lancez des attaques spéciales dévastatrices.

Encounter new alien races.
Affrontez de nouvelles races d'extraterrestres.

Fulfill your destiny as the Hero of Light!
Suivez votre destin en tant que Héros de la Lumière!

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⚠ AVERTISSEMENT : EN CAS D'ANTÉCÉDENT D'ÉPILEPSIE OU DE PERTES DE CONSCIENCE, CONSULTEZ UN DOCTEUR AVANT TOUTE UTILISATION. CERTAINS MOTIFS PEUVENT DÉCLENCHER DES CRISES, MÊME CHEZ DES PERSONNES SANS ANTÉCÉDENT MÉDICAL POUR PLUS D'INFORMATIONS ET AVANT TOUTE UTILISATION, RÉFÉREZ-VOUS AUX INSTRUCTIONS DU PRODUIT.

TEEN — ADOLESCENTS

T

Alcohol and Tobacco Reference
Mention d'alcool et tabac
Mild Fantasy Violence
Mild Language
Langage grossier
Suggestives Themes
Thèmes suggestifs

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CLASSIFIÉ PAR L'ESRB

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SQUARE ENIX